```
Mesh
# local pos
# refcount
# mx
# mn
# radialSize
# numlods
# framespersecond
# orig
# lodsize
# forcelogos
and 20 more...
# meshHashTable
# animationSequences
+ initTechnique()
+ getTechnique()
+ setTechnique()
+ LoadExistant()
+ LoadExistant()
+ Mesh()
+ Mesh()
+ getVertexList()
+ setVertexList()
+ getFramesPerSecond()
and 48 more...
+ LoadMesh()
+ LoadMeshes()
+ LoadMeshes()
+ ProcessZFarMeshes()
+ ProcessUndrawnMeshes()
# PostProcessLoading()
# Mesh()
# InitUnit()
# getLOD()
           Box
  + Box()
  + ProcessDrawQueue()
```